PROJECT
Splatoon 3
A concept for a new sequel to the Splatoon series
Created by Alexis Pflaum
Alexis_Pflaum
squeaky101_art
This is a fanmade concept and is not official. Splatoon and various characters, terms and iconography found within this overview are property of Nintendo.

PROJECT Splatoon 3

CONTENTS

2 Inkopolis Bay

3 Idols - Riva & Lumi

4 Weapons

7 Special Weapons

10 Gear Brands

13 Hadal Zone

14 Player Customization

17 Vendors

18 Aro-Mist Café

19 Story Mode Chapter 1
Before the Storm

20 New Allies

22 Mako Missions

24 The Makoids

29 Story Mode Chapter 2
Operation Equilibrium

32 Sunken Scrolls

36 Story Mode Chapter 3
Destiny from the Depths

38 Harelings

Inkopolis Bay

Welcome to Inkopolis Bay, the new bustling vacation hotspot of the city! Taking inspiration from the colorful tropical regions, this location is sure to delight its visitors - including the many inklings and octolings who have made this place their new hangout spot!

1. Crown Comfort
2. Metaform Fitters
3. Une Promenade Colorée
4. Grizzco Industries & Mako Mission Harbor
5. Aro-Mist Café
6. CoralStar Studio
7. Battle Lobby
8. Coral Coiffures
9. Ammo Knights
10. Madam Shale's stall
11. The Shoal

Project Splatoon 3 by Alexis Pflaum

CoralStar

Riva and Lumi come from Hauia City, the tropical capital of the Hauia islands, in the middle of the Great Ocean. Ever since they were children, they yearned to be idols. Despite their responsibilities in their wealthy families, Riva and Lumi took every opportunity to hone their skills and start promising idol careers. Having finally come together to form CoralStar, they arrived to Inkopolis Bay to become the new hosts of Inkopolis News, and to promote Riva's fashion brand Obsidia, fit only for the freshest of folk.

Riva

Riva is a fashion icon, who quickly rose to the top in the industry. She and her family's clothing company, Obsidia, have now set their sights on Inkopolis. Her nickname "the Reef Diva" stemmed not just from her success as a model, but also from her pursuit of singing. Her songs in her solo career were a lot more audacious and mature at first, but she has since changed her style after she formed CoralStar with her childhood friend Lumi.

She has unmatched knowledge on all of the fashion trends in the world, and displays her highest enthusiasm when the topic arises, which is often. She judges people by their fashion sense, and those who are unaware might find her to be rather pompous. Otherwise, she settles for a cool temper and exudes her lovable, dependable nature, especially towards Lumi, whom she treats like a little sister.

Riva thrives in the ecstatic recognition from her fans, always putting on her biggest smile to greet them and sign as many autographs as they desire.

An album from Riva's solo career

CoralStar's first album

Lumi

The quiet and reserved Lumi hails from an equally prosperous family as her partner's. Instead of fashion, her family's company Aequorion delves into engineering and technology. From an early age, she developed her passion for electronic music making. After garnering a decent following online under the username "BubbleTpop", a moniker that she is now embarrassed about, she wanted to go big. Once the duo's careers started to gain traction, Lumi's aspirations were finally made manifest.

She mostly keeps to herself, and speaks softly if at all. Before CoralStar, she was too shy in public - Riva has since helped her break out of her shell, and she has now grown quite comfortable on the big stage. She doesn't relish the crowds of fans and paparazzi as much as Riva, however. When relaxed, her intellectual and nerdy side shows its colors, which usually sidetracks her.

She has a dangerously sweet tooth. It is not uncommon to see her enjoying a dessert or drink, even when live on Inkopolis News. She has a blog where she reviews all of the tasty treats that can be found in Inkopolis, which has a huge following.

Squishy

Lumi is often seen accompanied by the sea cucumber Squishy, the lesser known third member of the group. What few fans realize is that he is a lyrical genius, responsible for writing many of the songs that the duo performs. He has a master's degree in literature. He met Lumi online, looking to kick-start a new path in songwriting. He sometimes provides samples for her tracks, from what she quotes is his "adorable muttering".

To the uncultured onlooker, Squishy is regarded simply as Lumi's purse pet. It often comes as a shock to those who find out who he really is. When the master is not doing his work, he lounges atop Lumi's head. The physical burdens of a cucumber are great, so he appreciates Lumi's willingness to bring him around. Although he is sometimes concerned that she takes too much delight in playing around with him, much like the cuddly pet he appears to be.

Riva

Until next time...
Reach for the Stars!

Lumi

New weapons have made their way to the highly-acclaimed sport of Turf War! Produced by DELTA, they bring a fresh spin to the arsenal, as well as a new take on familiar weapons.

Barracuda Compound

- Holding ZR draws back the string, firing a shot when released. The projectile's speed, distance and power are based on how long the string was held. The damage of the shot and its associated charge time is similar to the Splat Charger.

- Shots travel with a slight downward arc over long distances. They explode on contact or at the end of their range, dealing lethal damage if the shot directly hits an opponent.

- Pressing B while charging causes you to dodge roll, with a long cooldown. You may roll while charging.

Vortex Buffer

- Swings like a roller, with reduced distance but greater side coverage.

- Holding ZR causes the weapon to deploy fully and be pushed along the ground like a roller. Spreads a narrower trail of ink than other rollers.

- While rolling, holding B causes you to hold the weapon upwards in front of you, with the buffers still spinning. Opponents' shots and bombs are destroyed upon contact with the buffers, and they still splat opponents in one hit if they run into them. You may move while holding the weapon up, but very slowly.

Inkhor

This weapon is a recreation of a tool used by a mysterious ship which landed near Inkopolis Bay.

- Swings a slow, strong arc of ink with wide coverage. Point-blank swings splat opponents in one hit.

- Pressing ZR while in the air throws the anchor after a delay. It travels a long distance, and creates a large explosion on impact. It remains connects to you via cable, and can be returned to you by pressing ZR, moving too far away or after a few seconds. The returning anchor deals damage to opponents it passes through and spreads ink in its path.

- Landing on the ground after falling a fair distance emits a small ink explosion around you. Super Jumping creates a larger explosion.

Bubblestream

- Pressing ZR fires a burst of small bubbles which disperse in a wide area. The bubbles quickly lose velocity and slowly float about, popping a few seconds later or until it touches a surface or opponent.

- Holding ZR causes the ring at the front to expand, charging a large bubble that fires after 1.5 seconds. It has high accuracy, travels quickly, and bounces off surfaces.

- The bubbles pop when hit by enemy projectiles.

Flipbrush

Designed by Riva, the Flipbrush was made in collaboration with Obsidia.

- Swings quickly, but with a narrow spread and high ink consumption.

- Pressing B while holding ZR will cause you to dodge roll, rotating the weapon between brush and burst mode.

- Burst mode fires a long ranged shot with a slow fire rate. The shot also emits a very close shotgun burst, dealing significant damage at point-blank range.

Mop Roller

- Flings ink in front of you while rolling, about the distance of its horizontal swing. The distance of the ink is based on your ink tank's current percentage.

- Horizontal and vertical swing distance is slightly smaller than most rollers, with a slower than average speed.

Quad-Coil

- Medium range. Fastest fire rate of all shooters. Very low turf coverage.

- Has perfect accuracy. Shots travel straight for most of the distance, and travel through opponents, potentially inking turf behind them or where they stand.

- Deals additional damage to objects.

Typhoon Splatling

Designed by Lumi, the Typhoon Splatling is the flagship weapon of DELTA, which is a subsidiary of her family's company.

- Takes 1.2 seconds to reach the first charge, and 0.8 seconds to reach the second charge.

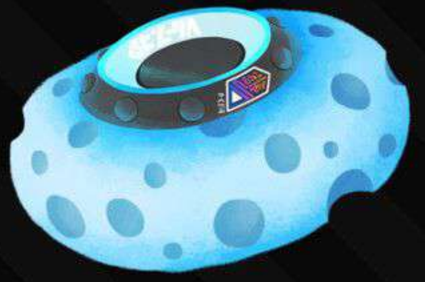
- The first charge fires for 1.4 seconds, and the second charge fires for 4.4 seconds.

- Firing starts off slow, but after firing for 1 second, shots gain increased range and fire rate.

- After firing for 2 seconds, the turbine causes the twin barrels to rotate each other, altering the trajectory into a spiraling stream of bullets with the longest range of all weapons, increased fire rate and high coverage. A low jet engine sound can be heard when reaching this stage.

Weapons

DELTA also introduces a new sub weapon, the Soak Bomb!



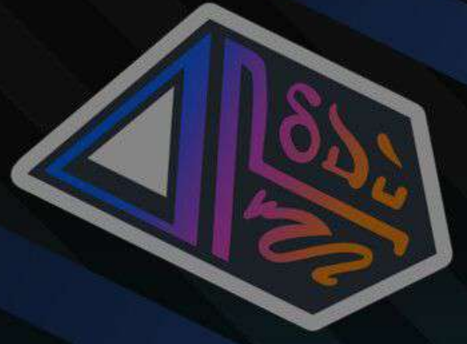
Soak Bomb

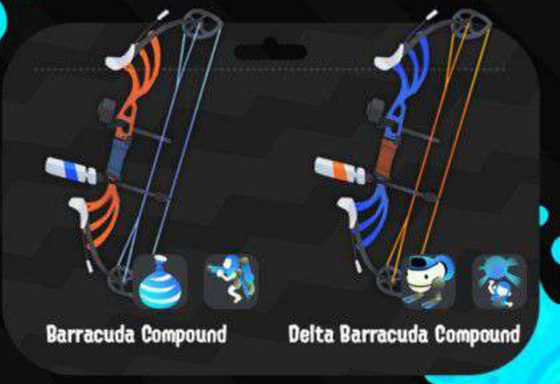
- A thrown sponge device that sticks to surfaces, detonating after 4 seconds. Consumes 65% of the ink tank.

- Upon receiving damage by you or your teammates, it expands. It reaches maximum size after taking 200 damage. If attacked by opponents, it shrinks.

- It deals 200 damage when it explodes, and 30 damage further out. The explosion size is based on the sponge's size. The explosion size is roughly equal to a Splat Bomb if the sponge was at minimal size, and roughly double of a Splat Bomb at its maximum size.

- The sponge takes additional damage by players with Object Shredder, both friend and foe.





DELTA has also introduced a new design for the classic Splattershot.

Alongside the return of some old special weapons, seven new ones also share the spotlight!

PROJECT Splatoon 3

Swordfish

- Deploy a large weapon that projects ink for 7 seconds. It can be swung every second after a small delay, launching ink in a huge arc that deals 50 damage. Direct hits from the sword itself deal 150 damage.
- While the sword is active, it constantly sputters ink around it that lightly covers the floor.
- Swinging while jumping causes you to wind up a narrow, long range overhead swing that deals 100 damage on direct hits.
- Swings destroy opponents' bombs and deal significant damage to objects.
- While active, your running and swimming speeds are increased by 20%.
- Special Power Up increases the duration by up to 2 seconds, and improves its ink coverage by up to 30%.

Clamprey

- Deploy a grappling device which lasts up to 8 seconds. During this time you may target an area within line of sight using a visual indicator line, with a very long range limit.
- After pressing ZR, you fire the claw, and are pulled to the destination at a very high speed. It travels very quickly, taking only 0.6 seconds to reach its maximum range. You are pulled to the destination at the same speed as the claw traveled.
- Deals 60 damage to opponents hit during travel. Upon arriving, you create a large explosion around you that deals 150 damage in the center. Shortly after the claw latches, a radial indicator will gradually appear showing the lethal range of the explosion.
- This special may be used while Super Jumping, causing you to fire the claw at your jumping destination and create the explosion upon landing.
- Only valid surfaces may be targeted, such as floors and walls within the game boundary that you are allowed to access. Attempting to target an invalid area or a surface that is beyond the maximum range, or too close to the user, prevents the claw from being fired. Any clams carried by the user are dropped before being pulled to the destination.
- Special Power Up increases its maximum distance and explosion radius by up to 25%.

Pufferbomb

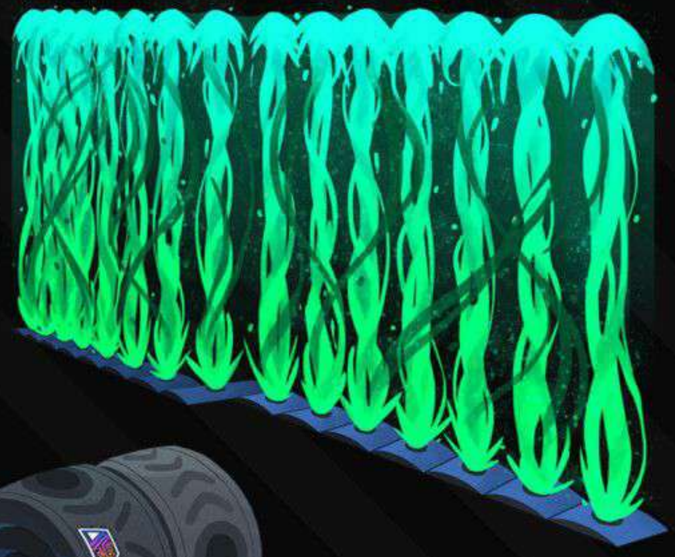
- Throw a balloon bomb that tethers itself to where it lands. It then propels itself into the air and hovers in place, detonating after 4 seconds. During this time, damage you and your teammates deal to it further increase its size, while opponents may heal that damage and shrink it by firing at it as well.
- When hit by projectiles, it will sway in the opposite direction, thus players may tilt it towards a desired location. Higher damage attacks cause it to sway more.
- The bomb's size upon detonation affects the radius of the resulting explosion. It deals 300 damage in the immediate vicinity, gradually dropping off to 50 damage at the edge of the large explosion, as well as hurling ink blobs far beyond the blast radius that deal 50 damage.
- The bomb's size can be increased by up to 50%, which requires 500 damage dealt to it. If fired upon enough by opponents, its minimum explosion size can reach as low as 25% of its default size.
- Special Power Up decreases the damage requirement for increasing its size by up to 30%, and decreases the swaying incurred by opponents by up to 50%.

Lumi

After the Chaos vs. Order Splatfest, the ban on the Killer Wail had been lifted, as per Pearl's request.

Riva

Hope they don't complain about the noise again!



Reef Barrier

- Throw out a device that unfurls horizontally in both directions, projecting a wall of ink for 5 seconds. It slowly damages opponents close to it, and rains ink droplets around its base.
- Opponents' projectiles cannot pass through it, but the opponents themselves can, albeit taking significant damage while traversing it.
- Walls and objects can block the device from unfurling fully, thus shortening its length when deployed. The device follows slopes as it unfurls, but the wall is still projected straight upwards. If part of the device unfurls over a ledge, it will continue to unfurl over it horizontally.
- Pressing ZR before throwing the device causes you to alternate which direction it faces once it is thrown.
- Special Power Up increases the duration by up to 1.75 seconds.

Manta Mines

- Throw a gliding device overhead that flies over a long arc, dropping bouncy ink mines as it travels. It dispenses mines at specific intervals, covering a long rectangular area in a grid of mines, 28 in total.
- The mines slowly bounce in place for up to 7 seconds. They explode on contact with opponents, dealing 40 damage in a medium area and pushing them back.
- The glider and the mines can be shot down, having 300 health and 50 health, respectively. The mines create a smaller explosion when destroyed this way, or once they expire.
- The angle at which you throw the glider affects its trajectory and the resulting location of the dropped mines. If the glider reaches the ground before it has deployed all of its mines, it continues to travel, hovering not far off the ground.
- Special Power Up increases the health of the glider by up to 50%, and its movement and deployment speeds by up to 50%.

Mako Cannon

- Deploy a handheld cannon that fires a barrage of missiles, lasting 7 seconds. Pressing ZR fires a burst of 4 missiles that travel forward quickly, with each burst being fired at a rate of once per second.
- The missiles quickly move straight, but in a loose spiraling trajectory. They deal 35 damage on direct hits, and ink a small area around them. If the missiles travel a long distance, they eventually lose flight and drop to the ground before exploding.
- Your movement and turning speeds are slowed by 50% while firing, and you may still move and swim at normal speeds while not firing.
- Special Power Up increases the duration by up to 2.5 seconds.

PROJECT Splatoon 3

Leviathan

The Leviathan was supplied by a private benefactor who wished to stay anonymous. Its targeting systems and AI are very advanced and ominous. Recently it was discovered that the machine originates from an ancient undersea facility. Some people have voiced concerns about the inclusion of such a device.

- Hurl a machine that shrouds itself in an ink bubble at the target location. After it lands, it locks on to the nearest opponent with a laser and bounces up to crash down on them. It rises high into the air and it takes 1.6 seconds to reach the target, regardless of how close or far they are.

- It rains a moderate amount of ink as it bounces. When it hits the ground it deals 150 damage directly below it and knocks back opponents. After a short delay it bounces again and continues to chase the nearest target until either its 11 second duration is over or it is shot down, having 500 health.

- If fired upon by you or your teammates, the ink bubble grows in size, increasing its landing radius by up to 40%, which is reached upon receiving 500 damage.

- It can only detect targets up to a medium distance - if no targets are present, it remains in the floor and scans around it until one approaches. When it begins a bounce, it marks the location of its target on the floor and will land there, thus targets always on the move can avoid it.

- It can bounce 5 times before its duration runs out. It explodes when it expires, dealing 100 damage, with increased coverage if the ink bubble was larger.

- Special Power Up increases its health by up to 30% and its duration by up to 4 seconds, potentially allowing up to 2 more bounces.

Riva

That thing creeps me out every time I hear it...

Lumi

I like it. It speaks to me on a spiritual level.

Three new abilities make their debut!

Health Recovery Up (Any slot, stackable)

Reduces the delay before recovering health by up to 50%, the healing rate in kid form by up to 100% and in squid form by up to 30% (values shown are for a set of gear fully equipped with this ability)

Schooling (Clothing)

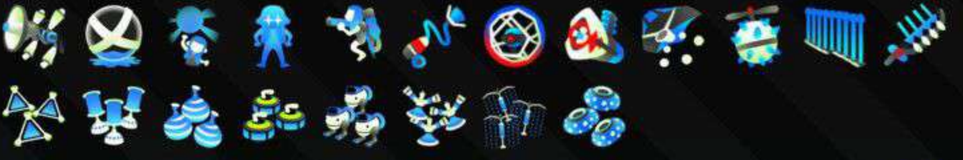
Gives an effect equal to wearing 2 subs of while an ally is closeby, as well as granting 1 sub of each to those allies. This ability does not stack with other players using Schooling.

Predator (Clothing)

Gives an effect equal to wearing 1 sub of for each number of nearby opponents that exceed the number of nearby allies.

Sub Weapons

Special Weapons



2 new gear brands have arrived to make an impact on Inkopolis Bay - Obsidia and Atolla!

Obsidia

A titan of the high-end fashion industry, Obsidia was founded by Riva's family generations ago. Incorporating exquisite gems, polarizing colors and a deep sea theme, Obsidia has captured the hearts of many - those who have the money for it, that is. After the construction of Obsidia Tower, the tallest building in the world, Riva arrived to Inkopolis to spearhead the company's marketing campaign in the region, which went hand in hand with her burgeoning idol career.

Atolla

The tropical and color-filled Atolla is a brand that started right in the heart of Inkopolis Bay. Complimenting the very beaches that surround the district, it brought a much-needed line of clothing to match the lifestyle that has been growing in popularity. Now that the bay has caught the attention of the city's ink-based denizens, Atolla expanded to provide gear that suits these sporting folk.

Riva

Like the fashionista that I am, I've carefully created these products with you in mind! Consider it my gift to the world!

Gear Brands - Obsidia

Likely Ability: Unlikely Ability:

Amber Sunglasses

Eclipse Sunglasses

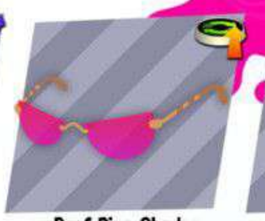
Opalescent Earrings

Obsidian Earrings

Squishy Replica

Reef Diva Anemone

Luminescent Shades


Reef Diva Shades

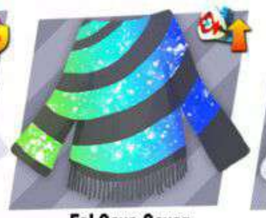
Crystal Coronet

Dark Seastar Coat

Light Seastar Coat

Coral Cove Cover

Dawn Cove Cover


Eel Cove Cover

Shimmering Cardigan

Cozy Bijou Sweater

Prismatic Sweater

Hydrothermal Sweater

Opal Spearhead

Neptunian Trench

Thalassic Trench

Abyssal Trench

Seagrass Poncho

Seafloor Poncho

Obsidian Trench

Quartz Trench

Luminescent Sweater

Reef Diva Jacket

Coral Stripe Riptides

Dawn Stripe Riptides

Eel Stripe Riptides

Abyssal Suede Boots

Dark Seastar Boots

Light Seastar Boots

Whale Sharks

Manta Sharks

Luminescent Boots

Reef Diva Heels

Prisma Squeezer

Prisma Carbon Roller

Nautilus 83

Prisma Ballpoint Splatling

Prisma Tetra Dualies

Gear Brands - Atolla

Likely Ability: 3 Unlikely Ability:

Hadal Zone

Hadal Zone is an electronic metal band who provides some of the music for multiplayer matches. Using electric guitar, bass, drums and electronic music, their songs can be described as harsh and powerful, yet passionate and thrilling.

ZEAL

Zeal is the band's lead vocalist and guitarist. Originally part of an underground music revolution hiding from DJ Octavio's rule over octarian society, the octoling known as Zeal took no pause upon surfacing to Inkopolis. Forming the band Hadal Zone, he has found like-minded individuals who also like to break from the norm and imbue passion into the world. He carries the band ever higher, pouring his soul into each performance, with a fervor that inspires even other bands to give it their all.

Not much is known about Zeal's personal life, but he does make many public comments supporting other bands and artists, with a keen eye for those who share his views and devotion to music and its impact on society. Rumors have spread that he is secretly in a relationship with Obsidia's superstar Riva, something believable considering she is one of his biggest fans.

KETSUKI

Ketsuki is the band's bassist. A bloodybelly comb jelly from overseas, she ran away from her strict life in pursuit of metal music. Still trying to learn the many languages of Inkopolis, her broken dialect has adopted an unhealthy amount of slang words which has become popular among her fans. She often hangs out with Onyo, who insists on showing her around the colorful cultures of Inkopolis. She likes to design clothes in her spare time, taking inspiration from urban life and from her nightly walks on the beach. On the stage, the band uses minimal lighting to let Ketsuki's natural luminescence make an impression – something which the band has now incorporated into their outfits to embrace her image which the fans love.

ONYO

Onyo is the band's DJ and second vocalist. A rather peculiar inkling, Onyo has many obsessions. From a young age she adopted countless hobbies that carried on into her teens, but her favorite was music mixing. One of the most prominent electronic artists of recent times, she planted this skill not just onto her original music, but onto her voice as well. She sees herself as the main instigator of the band, playfully competing with Zeal to see who can shout the longest. She loves her fans, and makes surprise appearances at karaoke nights across the city. Her quirky personality extends to the rest of her hobbies as well, which consist of but are not limited to: painting, podcasting, video game streaming, interior design, ice skating, gardening and ranked Tower Control.

Onyo is Lumi's older sister. While not as close to her family as Lumi, she still cares very much about her sister, as far as messaging her every day and wishing her the best in her performances. She often brings her best friend Ketsuki to hang out with the girls from CoralStar.

KOWA

Kowa is the band's drummer and is a hagfish. Despite his terrifying appearance, he is one of the most altruistic people you could ever meet. He is very kind-hearted and willing to set aside much of his own time to help others, often promoting charities and donating much of his income to assist those in need. Kowa is the son of a renowned chef, and although his passion lies mostly in music, he also has a knack for the culinary arts – if Kowa's cooking tonight, his friends can bet it'll be an amazing meal. When it comes to personal interests, Kowa is a big fan of foreign animated series, and has a large collection of merchandise. His favorite movie is *Ghost in the Shellfish.*

Riva

He's so dreamy...

Lumi

Here we go again...

Obsidia introduces the Hadal Collection, designed by Ketsuki!

Hadal Lights Beanie | Tranquil Reef Sweater | Chaotic Reef Sweater | Mesoglea Coat | Blood Moon Shirt | Symbiont Shirt | Dark Rhopalia Sweater | Fathom Stingers

Player Customization - Hairstyles

There are 28 new hairstyles for inklings and octolings, on top of the hairstyles from previous games! This time, there is a dedicated hair salon where players must go to customize their features, Coral Coiffures! There is a fee to receive a haircut, and some hairstyles must be unlocked through various means.

PROJECT Splatoon 3

Inkling

♂

♀

Octoling

♂

♀

Lumi

Ka'mani worked hard on all of my hair. She's very skilled at her craft.

Squishy

She even made it comfier, too!

The hair salon is owned by Ka'mani, a famed hair stylist known across most of Inkopolis. When she first set foot into the city, she was inspired by the beautiful beaches and colors of the bay. She is good friends with Riva and Lumi, who are frequent visitors.

Player Customization - Tinktures

Another new feature is Tinktures, which gives players the option to add a second color to their hair! They may also add patterns, and change the shape of their spots. Most tinktures must be unlocked, some of which are rewarded from difficult challenges or limited-time events! This side of customization is handled by Onyxa.

Spots

Tinktures

Tinkture Examples

Onyxa was born unable to produce color properly, something other inklings take for granted. She could thus never participate in Turf War, but has now found a place where she can bring more color into the world.

Players may also assign a default ink color, which they will always display when in the main hub!

Riva

She's such a gem, I tell you.
We make a great team on the runway!

Player Customization

Eye Markings

Inkling

♂

♀

Octoling

Facial Features

Freckles

Glitter
(Numerous colors)

Beauty Mark
(Numerous locations)

Blush

New Legwear

♂

♀

Crown Comfort
Headgear

Cozette

Cozette is a feather star who sells headgear at Crown Comfort. She is very zen, and has turned the shop upside-down with the amount of decorations and cushions she uses to invite guests over to hang out. But the first thing that hits shoppers on their way in is the exotic incense she uses throughout the shop. Those that stick around will usually be invited for a fortune reading by her.

But lately, she keeps drawing "the Anchor" card. Strange...

Metaform Fitters
Clothing

Alox

Alox is an axolotl who sells clothing at Metaform Fitters. He is a neat-freak, who cleans every corner of his shop each morning. Keeping everything immaculate is something he takes pride in, and urges his customers to do the same, to keep things "fresh" as they like to put it. He also has the largest collection of ties in the city, and has never worn the same one twice.

Une Promenade Colorée
Shoes

Florimond

Florimond is a mantis shrimp who sells shoes at Une Promenade Colorée. Very friendly, he loves to chat with the locals about any topic. During the late hours, he likes to bring a canvas outside to paint, which attracts many onlookers. He loves Splatfests, and makes paintings about them, where participants can watch his masterpieces unfold. All of his past Splatfest paintings can be viewed in his gallery in the back of the shop.

Madam Shale

In a shady narrow alleyway, one can find Madam Shale's stall. This shingle urchin offers unique yet familiar services, such as procuring gear, adding ability slots, rerolling them, or scrubbing them clean. Unlike other lowly urchins, she has exquisite tastes. She is willing to purchase any other item, be it gear, tickets, Super Sea Snails or other currencies in exchange for cash. Just don't be scared by her unsettling demeanor, for she is quite obsessed with inkling culture.

Aro-Mist Café

At the Aro-Mist Café, players can enjoy a wide variety of food and drinks to grant them bonuses for their next twenty matches, in exchange for tickets. Food will boost the amount of cash or experience gained, or double the points gained in the cooperative game modes. Drinks increase the chance of rolling a certain ability on gear as well as increasing its experience gain. During Splatfests, Players may purchase a Splatfest Superstar Cupcake to double experience and clout gained for a limited time!

PROJECT Splatoon 3

Food Menu

Wavy Waffle Roll

Superberry Pancake Stack

Salt Marsh Salmon Cake

Creseent Croissantwich

The Jellyburger

Exotic Seastar Soup

Splatfest Superstar Cupcake

Cypress

The scrumptious meals that are prepared fresh every day are handled by Cypress. He has worked hard on his culinary career ever since he was a kid playing turf battles. He opened Aro-Mist Café to give back to the wonderful sport. Cypress knows just the right items to include in the menu. His proudest creation is the Splatfest Superstar Cupcake, which he decorates to match each month's theme.

Cypress

Don't miss out on the Splatfest Superstar Cupcake! Available only today!

Drink Menu

Run-Speed Dragonfruit

Main-Up Milk Tea

Special-Charge Cherry

Ink-Charge Chocolate

Quick-Jump Mocha

Blast-Armor Blueberry

Special-Up Lychee

Swim-Speed Kiwi

Ink-Shoe Caramel

Short-Respawn Latte

Sub-Saver Lime

Special-Saver Sorbet

Sub-Up Citrus

Main-Saver Mint

Health-Up Matcha

Vanil

From the upper-class Dragonet District comes Vanil, a sea bunny who took it upon herself to continue her family's long-running passion for dessert and drink making. Wanting to start her own shop someday, Vanil came to Aro-Mist Café to get experience and expand on her recipes, which have been passed down for many generations. She likes to keep the café running smoothly, and always shows her most courteous demeanor.

Vanil

Welcome to Aro-mist Café! May I take your order?

The story mode consists of three chapters, which together form a very extensive story. The subsequent chapters would be released at later dates, with the third chapter being a purchasable expansion.

Story Mode Chapter 1

BEFORE THE STORM

It's a normal day out in the colorful streets of Inkopolis Bay. However, in the daily broadcast live from CoralStar Studio, there is breaking news! A massive unidentified ship has been spotted out in the sea. The player hops down a few steps to the terrace overlooking the shore, where they meet a girl who appears to be hiding her identity. This person, who reveals herself as Callie, brings up the news and asks if they want to go and check out the mysterious ship with her. Regardless if the player agrees to or not, Callie sees "potential" in them and insists on bringing them along.

The two arrive at an abandoned, secluded pier in which Inkopolis Bay can be seen far in the distance, and the ship in close proximity. Cap'n Cuttlefish and Marie are awaiting, who mention that they had been receiving radio messages from the ship. Such a ship seems vaguely familiar to the inkling veteran, but from very old memories. The ship lays its anchor at the pier. Two individuals disembark: what seems to be an inkling officer, sided by a tall and rather imposing octarian captain. They introduce themselves as Commander Rorea and Admiral Remora. This comes as a surprise to Cap'n Cuttlefish and his granddaughters, seeing an octarian who poses no threat - for he was part of a faraway octarian nation that had fallen long ago, with no relation to the age-old conflict between octarians and inklings here. Their colossal ship, the NS Arctorra, has been travelling the seas taking refugees and escaping a menacing foe for decades since.

Admiral Remora warns the team that this enemy may pose a threat to Inkopolis in due time. Cap'n Cuttlefish recalls the recent increase in salmonid raids near the city, and the admiral suggests that such a threat should be dealt with, for a combined attack from both foes could prove overbearing.

The player is named Agent 7 by Cuttlefish. With the Squidbeak Splatoon as the only capable fighting force in the city, much to the dismay of the admiral, they are accepted onboard and the ship departs. Sheldon makes a late entrance, amazed by the incredible weaponry aboard the vessel. The crew ensures that Callie, Marie and Agent 7 are well equipped for the missions ahead. Commander Rorea gives Agent 7 personal training and introduces them to a variety of weapons including the Inkhor, a dependable weapon that the crew has relied on time and time again.

The sectors take place on large islands with levels resembling those in previous story modes, but in more outdoor environments that resemble Salmon Run. Each sector's boss is a larger, elite version of a boss salmonid. The final sector, Sharpfin Fortress, is a fortified island where the salmonids have set up a base of operations under the rule of a new leader, who had orchestrated the salmonid attacks, manipulating them with promises of glory. This captain is a large and ferocious shark creature. It is here that the admiral properly introduces the Squidbeak Splatoon to their longtime enemies, the makoids. Ruthless, cunning, and many, these pirates have clashed with the NS Arctorra and its crew for years. They are the cause of the destruction of the admiral's home nation, and have brought ruin to many places across the seas.

Now seeing that they have some degree of control over the salmonids, tensions rise amongst the crew and its admiral. The makoid, Lord Sharpfin, sends wave after wave of salmonids to overwhelm the heroes. As the final trick up his sleeve, he unleashes the largest salmonid ever seen, sent into a frenzy using a shock collar. Ultimately, Agent 7, with the aid of the Squid Sisters, Sheldon and Rorea, take on this giant as it makes a swift rampage straight towards Inkopolis. Upon destroying the collar, the confused creature flees. The shark captain, however, will not accept defeat without a fight. He is thusly defeated by Agent 7, yet he manages to escape into the dark waters as the salmonid forces disperse. Once more, Inkopolis is saved from disaster... for now.

The NS Arctorra remains at the abandoned pier, where the player, along with a team of like-minded people may venture out with the ship in the new cooperative game mode, Mako Missions.

PROJECT Splatoon 3

Admiral Remora

The mysterious octarian known only as Admiral Remora commands the mighty NS Arctorra, a ship-city that has ventured relentlessly across the oceans for many years. No stranger to warfare, he and Commander Rorea expertly ensure that the makoids' path of destruction leaves minimal casualties. The admiral holds an undying grudge against this foe, who had brought ruin to his home nation. With just his mighty vessel and a handful of survivors left, They scoured the seas ever since, taking aboard refugees who are also in search of a place to call home. Taking the young Rorea and other lost souls under his wing, Remora has formed a family that wishes to start anew.

His rivalry with the makoid pirate king is legendary. Even before the makoids destroyed his home, the admiral had encountered the ruthless warlord on many occasions. Every bitter encounter left scars on both sides, with each having also taken an eye from their foe. This rivalry is indeed evenly-matched, although the tyrant's supernatural strength may prove him as the victor some day. Wanting to prove otherwise, Remora has an ancient score to settle.

Admiral Remora

I am honored to welcome you aboard the NS Arctorra. But be warned, for we only tread on dark waters.

Commander Rorea

Commander Rorea is a skilled sharpshooter who oversees the operations aboard the colossal NS Arctorra. Very little is known about her true nature or her origin. From what the oldest of crew members tell is that she had been raised aboard the ship, rescued by the admiral from a makoid attack when she was just an infant. Rorea's assertive nature definitely shows its merits - everyone under her command follows her orders to every detail, and they trust her with their lives. The makoids that are unfortunate enough to encounter the vessel remember most of the sea-shattering rounds fired from the commander's distinguished rifle Stormsplitter, filling the skies with thunder as each shot finds its mark with uncanny accuracy.

Despite knowing only a life of combat, Rorea yearns for a life without the turmoil of makoidkind. After seeing Inkopolis for the first time, she could not help but feel urged to explore every facet of this paradise, but with the makoid threat on high alert, this would have to wait.

Rorea

If you wish to help us, then it would be wise to follow my orders.
Then your success will be assured.

NS Arctorra

The largest ship ever created, the NS Arctorra has maintained its legendary and mysterious status for time immemorial. With Admiral Remora and his unyielding crew at the helm, it finds itself in endless combat, for the makoid menace tries time and time again to sink the indestructible vessel.

Its origin is a mystery, and even its denizens cannot be certain of who built it. In actuality, the ship was built at the fall of humanity over 12,000 years ago. Its exact purpose, however, remains an enigma.

The massive and advanced construct was discovered and put into service by Admiral Remora. It served as his homeland's final line of defense, to be launched in the event that the nation were to fall under attack. They however did not anticipate the swift wave of destruction at the arrival of the makoids. It was too late for the ship to act, and thus the few survivors took refuge within its impenetrable hull, to live on in solitude.

An ancient vehicle such as this comes with its complications. Its archaic onboard systems required the crew to spend many years learning how to properly maintain it. They have also been left helpless in the attempt to create new munitions, leaving them to use the ammo that came with the ship sparingly. Had they the capabilities to reproduce the shells, the makoids would likely have been eradicated long ago.

With the NS Arctorra acting as a mere fraction of its fullest potential, it has been resisting the makoid threat as vigilantly as it can, serving as the saving grace for the seafaring communities that the shark pirates come across. These refugees, consisting of species of all kinds, join the admiral's growing family. They remain to enact vengeance, to see the day that their bitter enemy falls.

Hero Transceiver Replica

Hero Coat Replica

Hero Tidebreaker Replicas

Hero Shot Replica

MAKO MISSIONS

An alleyway in the Inkopolis Bay hub leads downstairs to a dimly-lit area. Here, Grizzco Industries' new office can be found, as well as a gutter to the side with various recruitment posters. This leads to the faraway harbor where the NS Arctorra is stationed after the events of the Story Mode. Here, the player can embark on the new cooperative game mode, Mako Missions.

Upon arriving for the first time, they are greeted by Clause, who serves as Vice Admiral aboard the ship. He shows the player what to expect on the missions, and the enemies that are encountered.

There are multiple modes that the player may queue for:

- Recruit Mission: The player, either alone or with up to 2 friends, queue to fill up a team of 4 with other online players.

- Squadron Mission: A full team consisting of the player and 3 friends.

- Operative Mission: Special variant of missions that are played alone.

The missions have numerous difficulties: Easy, Normal, Hard, Elite and Vanquisher. Elite and Vanquisher difficulties must be unlocked after certain milestones and rank requirements, and are especially difficult.

The missions take place on remote islands far from the city, consisting of abandoned outposts, research labs or even active makoid forts. A unique feature is that each mission takes place on multiple islands which are randomly selected and have random elements, resulting in new combinations each time the maps rotate. The mode is available every second day, alternating its availability with Salmon Run. Some rare missions take place on larger singular islands with specific landmarks, such as Sharpfin Fortress. Before queuing for a mission, the player will have a pool of 6 weapons to choose from, which change as the missions do. Each weapon is also assigned a sub and special weapon, some of which are altered to better suit the nature of the missions.

MAKO MISSIONS

The mission begins with the players Super Jumping from the NS Arctorra to the starting island. They are given a task to complete, such as defeating a quota of enemies, collecting items, or escorting large equipment to the landing area. Makoids appear at regular intervals, and more so during raids, in which elite makoids appear more frequently. Sometimes, salmonids and their boss variants may appear too. Near the landing area is a supply crate where players may purchase weapon upgrades and ability boosts using the points that they gain throughout the mission. Once the task on the island is complete, the team has a brief resting period before jumping to the next island for a new task. Each island may also have random events such as thick fog, rain which slowly clears ink, or even cannon barrages from makoid ships.

Upon arriving at the last island, the team must survive against a raid, ending with a final raid boss. This boss is a significantly larger version of a makoid elite, but with many additional unique attacks and effects around the battlefield. Many quick-reaction moves and team-effort attacks are present in the fight. During the mission, if teammates are splatted, they will be left helpless in their ink tanks and require an ally to revive. The team has 3 attempts to complete the mission in the event that they all get splatted - with harder difficulties providing less chances. On Elite and Vanquisher difficulties, there is also a narrow time limit to complete the mission. If they manage to succeed, their rewards will be great.

On mission completion, each member gains experience and can rank up, which functions similarly to Salmon Run - providing rewards and unlocking harder difficulties. They are also given cash and other rewards of large variety, as well as Seastars, a new currency. Depending on how well the player performed in the mission, as well as their rank and the difficulty of the mission, they may be eligible for more rewards. These include Mako Mission specific gear, Ability Chunks, Food and Drink Tickets and Super Sea Snails. On harder difficulties - either through luck, achievements or certain events tied to the particular mission - they may also receive exclusive hair dyes, Tinktures and special variants of gear. Some highly lucrative rewards are only obtainable from Squadron Missions on Vanquisher difficulty.

Players who wish to acquire more specific items may do so at the Surplus Store at the harbor, where Clause will sell Ability Chunks, Super Sea Snails, monthly gear and sometimes Tinktures and other rare goods for Seastars.

The Sharkhunter suit, created specifically for combat against the makoids.

Vice Admiral Clause

A man o' war, Clause has served by Admiral Remora's side ever since the conflict that destroyed their homeland. He is hundreds of years old. Along with the admiral, Commander Rorea and the ship's munitions crew, he has developed new weapons to deal with the ever-persistent makoid threat: the Inkhor, Rorea's rifle and the Sharkhunter Suits, just to name a few. Clause spends immeasurable hours making logs of every crewmate, piece of equipment or operation that the ship harbors. No detail is left unnoticed by him, thus recruits both on the vessel and from Inkopolis are hesitant on making any mistakes. He also manages the great deal of surplus that flows through their many missions, and much to his contentment, the new recruits are more than happy to receive such rewards for their efforts.

THE MAKOIDS

From the darkest depths come the makoids, a relentless horde of pirates that come in countless forms. These mutant sharks raid many places across the sea, leaving only destruction in their wake.

Basic Makoids

These makoids make up the majority of their faction's forces, which consists of most of the smaller species. What they lack in individual power and leadership, they make up for with overwhelming numbers and servitude.

Raider

The backbone of the makoid fighting forces, Raiders are equipped with makeshift brute force weapons and a tough skin that makes them a well-rounded brawler. They are the slowest of the common makoid troops, but have the most health and the most potent attacks. Like all makoids, their glowing blue scars are weak points, and luckily Raiders have numerous scars collected from their many invasions.

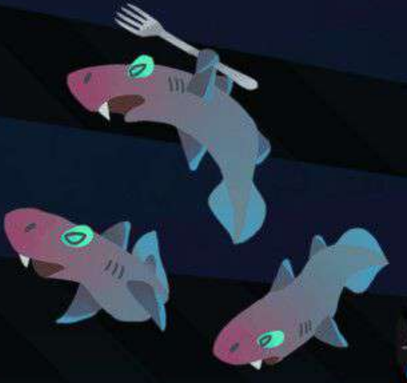
Corsail

The fastest swimming makoid, Corsails prefer to stay submerged until close to their prey. They lunge out to skewer their victims, using the pointed objects strapped to their snouts. They do however have a weak point on their dorsal fin, so sharp-shooting players will have a chance to eliminate them before they pose a real threat.

Looter

These makoid infantry utilize a variety of plundered ink-based weapons to assault their enemies from a distance. They can wield weapons that mimic the effects of Splattershots, .96 Gals, Blasters, Splat Rollers, Sloshers, Exploshers, Heavy Splatlings or Tenta Brellas. Their attack style varies widely, as does their weapon of choice.

Pygmy



Pygmies are tiny warriors who stop at nothing to get their meal. But don't be fooled by their insignificant size - where there is one, there are many soon to follow. Pygmies slowly amass the field one by one, and if left unchecked can turn into a deadly swarm. Only wide coverage weapons and bombs can hope to keep such a huge amount of these pests at bay.

Clause

Beware the Pygmy. We have lost much to their wrath...

Elite Makoids

Only those of a specific variety can be considered elite. Known for their greater strength, intelligence and skill, the makoid elites bring devastation that far exceeds that of their underlings.

Dreadknot

Tall, tough, and clad in ropes and chains, Dreadknots bring whirling destruction to the battle. They wind up long-reaching attacks using their chains, either performing a single side sweep or charging up a spinning attack. Being hit by the chains deals decent damage, but the naval mines attached to the ends can be lethal. Either way, players hit are knocked away a great distance when struck. If the players submerge in ink, however, they can dodge the whirling chains as they pass above them. The two mines can be destroyed with enough shots, causing the Dreadknot's attacks to be weakened. After performing a spinning attack, they require a few seconds to shake out of their dizziness - allowing the perfect opportunity for players to fight back.

Stalker

Stalkers are masters at attacking from anywhere, leaving little to no trace of their presence. They stay submerged in ink, and are able to move in it completely undetected. They pick a target on the field, who receives a targeting ring around them for a few seconds. The Stalker then pops out from hiding and fires a lethal, fast moving projectile in the target's direction. While they are about to fire, the player will see a marking laser pointed on them. The projectile continues to travel straight in that direction, even if it hits a player, so they must be careful not to lead it in the direction of their allies. The makoid is vulnerable for the brief moment they are out of hiding, but they can also be caught out if players cut off its escape routes in their ink, although its quick and invisible movement can make it difficult to guess its whereabouts.

Mawrauder

The largest of makoid elites, the Mawrauder hunts its prey relentlessly. It quickly charges through the ink, with its large dorsal fin being the only indicator. When approaching its target, it sinks down before leaping out into the air, coming straight down to swallow its meal. Players may avoid being eaten only if they are quick enough, given that there is no warning that they are being targeted. The only way to defeat them is by firing into its mouth or throwing bombs in it, requiring 3 bombs in total to bring it down. Players need to bravely attack Mawrauders as they come right for them.

Hoister

Flying above the battlefield with ink-propelled jets, Hoisters heave along a large net to rain chaos onto their foes down below. The contents within the net may vary: clusters of ink bombs, a large amount of Pygmies that are released, or even nothing - in which case the Hoister uses it to trap unsuspecting players. Firing at their payload will reduce its effectiveness, but if a bomb is thrown into it, it will take the Hoister down as well.

They usually stay very high in the air and travel quickly, leaving only a few weapons to be able to reach them without the aid of a higher vantage point. Hoisters that carry nothing instead use a large plastic bag which helps keep their slippery foes inside. They target an area and swoop down, scooping up players caught and containing them in the bag. Players trapped inside must rely on their allies to free them, meanwhile the Hoister hauls them around the field, likely to drop them into a more dangerous position, or if near the shore, straight into the water. In rare cases, there may be a canned special hidden within the net, hinted by its glowing. Players who splat the Hoister or empty the net's contents will have access to it, but beware, for using a bomb will destroy the can in the process!

Sawmurai

Sawmurai are from a clan of trained warriors, who forego their poor eyesight for enhanced senses to detect motion and find hidden enemies. They move slowly, with their long ink blade at the ready. They can sense nearby players that move, especially those swimming in ink. If a player is within a medium distance and moves a fair amount, they will rush to the player and swing their formidable sword. The best way to deal with Sawmurai is to fire at them from a distance, or throw bombs. However, they can sense the direction of the attacks and will begin to move in that direction. If one strays too close to the players, they can quickly start a chain of deadly attacks that will not end until the players shoot them down or stop moving entirely, something which may prove difficult if dealing with other makoids at the same time.

Broadsider

Broadsiders carry a large multi-barreled cannon in both hands, and are equipped to attack both from afar and in frontal assaults. While no threats are nearby, they remain in the backline and fire artillery shots into the air, which rain down onto faraway players. These shots have a target radius which appears on the ground shortly before the shot arrives, which creates a medium explosion. If a player engages them, they begin to fire at those players up close, firing a steady stream of ink cannonballs. Their ship armor provides cover for them in the front, so having another player fire at them from behind or using bombs is the best way to defeat them.

The Mutants of the Sea

The makoids consist of many different species who have unified under the simple ambition to rule the seas. But what really unites them is their mutation which occurred over centuries. They have now become a fully-fledged species of their own - collectively referred to as makoids, which encompasses the numerous clades they have originated from.

Their physiology largely differs from their ancestors. Descended from true sharks, they developed not just the capability to breathe on land, but to walk on it as well. Their toughness and intelligence improved significantly, and some possess uncanny brilliance, creating terrifying results not just through their insane inventions but also with their clever fighting tactics. What would come as a surprise to all is their capability to produce ink - although not ink in the truest sense. They can absorb water or other fluids into their bodies and convert it into a dark blue liquid. This allows them to collapse their forms and traverse through it, a shocking mimicry of the famous trait of inklings and octolings.

Society

Makoid society is a rarely researched subject, due to being unknown by many, and because of the dangers imposed by observing them. What is known is that they tend to become active during random periods of time, which can last from a few weeks to a few years. Without warning they can overrun entire islands and disappear as quickly as they arrived. Much superstition had arisen over the years amongst small maritime places, riddled with omens and prophecies revolving around the makoids. The general populace of the world has been mostly oblivious to the existence of these creatures, save for the NS Arctorra, which serves as the thorn in the makoids' side. What they have observed is that makoid culture is actually a varied one - some makoid groups have been more merciful while others would attack with no remorse, in savage warbands. The equipment that they bring varies widely too, which mostly consists of salvaged parts from past raids. Some more fortunate warbands have acquired advanced weaponry and vessels, some of which they have designed themselves.

Hierarchy

The hierarchy of the makoids is fairly simple - the bigger they are, the more respect they receive. Because of this, some species have a hereditary advantage over others, although this is not always the case. They also praise cleverness, with some sharp-minded makoids from the Stalker cults and the Sawmurai clans leading large makoid forces, for example. Rare species can also see special admiration. But this sense of rule is dwarfed by the iron grip that the makoid pirate king has over the entire species. His rule has held for untold time, even the earliest records of makoid attacks claim to have witnessed the tyrant carving his own path of destruction centuries ago.

In recent times, makoid activity has spiked at an alarming rate, and the crew of the NS Arctorra fear that they cannot withstand them this time. Ultimately, the vessel made its arrival at Inkopolis Bay, in search of people who could aid them in stopping this impending crisis.

Admiral Remora

Our war with the makoids may never end, but it is my duty to protect my people... and yours.

Story Mode Chapter 2

OPERATION EQUILIBRIUM

On the terrace of Inkopolis Bay, Commander Rorea awaits Agent 7. Admiral Remora has called upon all available members to gather at the faraway pier. The two of them hop through the grating and make their way to the pier. The admiral, the Squid Sisters and Cap'n Cuttlefish are waiting. The other agents of the Squidbeak Splatoon are mentioned as busy, currently undergoing other tasks. When asked about agents 5 and 6, Marie says that the both of them, Pearl and Marina, are assumed to be busy as well, after not responding to her messages for some time. Admiral Remora addresses the group that the salmonid attacks have decreased substantially after their successful missions to subvert their fishy foe. But the makoids, however, have been increasing in the surrounding islands. It seems that one great menace was replaced with another. During some previous scouting, Rorea was able to discover the place where the makoids are launching their attacks - An island chain far to the south. With this new and crucial information, the team sets sail once more, but now to take the fight to the enemy.

There are many small islands along the way. Here, Agent 7, Callie, Marie and Rorea stealthily scout these islands to eliminate the threats and gather intel. After scouring numerous islands, the team manages to tangle up a makoid who is willing to talk through interrogation. The main hideout's whereabouts are revealed - A large volcanic island, topped with a massive statue of an upside-down anchor. Remora recalls such an island, and wouldn't have suspected them to have made their new base there - for the makoids had plundered that place many years ago.

To sail to the island head-on would be impossible, for the place must be heavily guarded with makoid fleets. Rather, the admiral prepares the NS Arctorra for underwater travel as a submarine, to reach the island undetected. To the crew's surprise, they discover what seems to be an abandoned underwater dome-city miles below, in a similar fashion to those in which the octarians live. Knowing that their purpose was to hold humans who evacuated the flooding world in ancient times, there could potentially be a passage linking it to the island above. The team of four embark on a small submersible for an underwater entry into the old city. What they find is a hollowed remnant of countless research facilities, going on for miles in all directions. After being caught up in a structural collapse, the four are sent much further into the depths of the facility, now losing signal with the NS Arctorra. Agent 7 undergoes a series of levels in an attempt to find a way up the facility, avoiding the base's defense mechanisms, and further on, rogue teams of savage makoids who call this dark city their home. The boss of this sector involves Agent 7 making a daring escape from a gigantic bouncing machine, which eerily resembles the new Leviathan special weapon.

During their journey, the team finds many remnants of the research done here millenia ago by the humans, and what seem to be signs of the facility being used more recently by other unknown creatures. One section in particular houses a vast array of cryogenic stasis pods. While tampering with a control panel, Rorea accidentally causes the pods to launch out into the sea. This sets off alarms which echo up the facility. They return to the upper section, and must utilize an old radio terminal to message the ship. They are not met with the voices of the crew, however. All they hear is a static, haunting voice - uttering declarations of a "greater order". The heroes turn around and see none other than Marina, overtaken by a bionic suit, wires, and a visor which hides all but her psychotic smile. On the opposing side, a door crashes open and from the smoke emerges Pearl, consumed in a tyrannical outfit of spikes and chains, and with wicked laughter she proclaims words of chaos. And from the shadows watches the dreaded makoid pirate king, Captain Carcharus. He cackles at the team's efforts, stating that Off the Hook's "generous volunteering" has furthered his great plan, which is nearing completion. He orders the two to give these intruders a proper welcome, and makes his leave.

Now that their presence is known to the makoid tyrant, they must make haste, lest they wish to fall into another one of his traps. The team decides to split up to double their efforts - Agent 7 and Rorea move ahead to keep the makoid forces at bay and attempt to secure the great passageway, while the Squid Sisters venture deeper to save their friends who have somehow been clouded with evil machinations. The player has the option of which of the next two sectors to take on first: either facing Marina in the Technomantic Terror or Pearl in the Deepdome Arena. They get to play as Callie and Marie during these sectors.

Marie investigates the Technomantic Terror, deep within the laboratories of the facility, overflowing with Marina's maniacal marvels of engineering. It involves quick thinking and stealthy movements to progress through its levels, with each level offering deadlier traps than the last. The boss is the Octo Enforcer X, a large mechanical octopus whose many tentacles bring different weapons to the fray.

Meanwhile, Callie braves the Deepdome Arena - a massive gladiatorial stage of spikes and fire, where some of the strongest of makoids fight to prove their dominance in an attempt to earn the favor of their new pearlescent princess. All of its levels take place within the arena, and consist of fighting a large variety of skilled makoid foes, with each level having its own boss. The last boss is Doomshackle, the champion of the arena with more scars and victories under his name than any other.

After each sector, their hosts make their retreat after the Squid Sisters successfully defeat their trials. The team then regroups and heads towards the gateway to the elevator leading to the island. They are stopped by Pearl and Marina, who intervene and combine their forces to stop the heroes once and for all. They serve as the final boss of the chapter, fighting Agent 7 in a room filled to the brim with deadly contraptions - a sinister parody of Marina's famous Shifty Stations. They set the stage with some of their recognizable songs, but in terrifying remixes. The two proclaim that once the makoids' mission is complete, the world will be met with perfect equilibrium.

The battle consists of fighting one of the idols at a time, who take turns attacking Agent 7 whilst the other calls in reinforcements and manages the fight overhead. In the third phase, they both join the fight. This gives the Squid Sisters the opportunity to take control of Marina's turntables, and use her stage to perform Off the Hook's Fly Octo Fly. The memorable song pierces the minds of the brainwashed duo, and their mind control visors overload, giving Agent 7 and Rorea the chance to defeat the last of their forces. As the song completes, they return to their consciousness as the visors shatter.

Pearl and Marina, stunned, gaze around at the destruction they have wrought as the team reunites to recover the two. With clouded minds, they both try to grasp at what had just transpired before being interrupted by the makoid king's booming voice through the speakers. He congratulates the squad for their useless endeavor, for he has no need of his captured idols anymore, who now served as a distraction. The vaulted passage ahead begins to cave in from explosions as the captain attempts to sink the underwater lair to deny his enemies entry to the island. Rorea contacts the NS Arctorra for assistance, and the team makes a narrow escape to the submersible before returning to the ship.

With the entry point to the island destroyed, the ship retreats to Inkopolis to devise a new plan with what they have now gathered. Pearl and Marina apologize for everything they had inflicted on the team, while giving thanks to the Squid Sisters for freeing them through song. Marina informs them that just a few days ago, they were in fact captured by the makoids from Inkopolis, after they had learned that she was adept at engineering marvelous machines. Her memory while under their control is hazy, but whatever it was she worked on in their volcanic lair, it must be for a very nefarious intent. Until the next time they return, they must prepare for whatever terrible thing Marina had helped the makoids create.

Marina

Submit. Assimilate.
Together we shall become stronger.

Pearl

Scratch that!
The world is our battlefield!
Fight! Fight! Fiiiight!!!

Stormsplitter Replica

Tempest Dualie Replicas

Deep Dwelling Makoids

More makoids have been discovered in the city below the depths, and after Story Mode Chapter 2, they join the ranks of their marauding brethren as rare encounters in Mako Missions.

Deepdome Fanatics

These makoids are veterans of the gladiatorial amphitheatres, and make their debut in the Deepdome Arena.

Whorler

The unwieldy shark-tooth chakrams can only be mastered by the dextrous Whorlers, who send them spiraling into the fray with great range and precision. These discs have numerous movement patterns - a large circular path, zigzagging, or like a boomerang. They deal heavy damage and knockback, however they can be deflected with enough shots, changing to the player's ink color and damaging any makoids they pass through. After travelling a long distance, the chakram will fall to the ground, and the Whorler will swim to retrieve it. They have two chakrams to throw before having to retrieve them.

Gladiator

Gladiators live for battle, honing their skills of one-on-one combat in the many arenas that makoids establish. They charge into the fray and choose a worthy target to fight, focusing solely on that player until either of them falls. Staying true to tradition and honor, they will be enraged if players other than their chosen target strike them, becoming harder to take down and attacking quicker. They can bring close-range swords, shields and far-reaching chain whips to the battle, each having their own attack methods.

Underlight Dwellers

These makoids lurk from the dark laboratories under the sea, and are first encfountered in the Technomantic Terror.

Fangler

Fanglers are patient hunters, lying in wait with their glowing lure breaching the inky surface. They remain in a location, waiting for an enemy to enter its territory - a large circular area around the lure. If a player stays in the territory for too long, the Fangler will emerge and chase them down with a quick and painful bite. If they eliminate their foe, they will submerge right next to their helpless victim, using them as bait. They may also use collectible objects as bait, on island missions that involve them. But if a Fangler remains in a location for too long, the lure will pop down and they will relocate to a new area. Throwing a bomb onto the lure will stun them for a few seconds, allowing safe passage and the chance to free stranded teammates. But this serves as a temporary solution, for as long as a Fangler is present they can zone out important areas or limit the team's movement options.

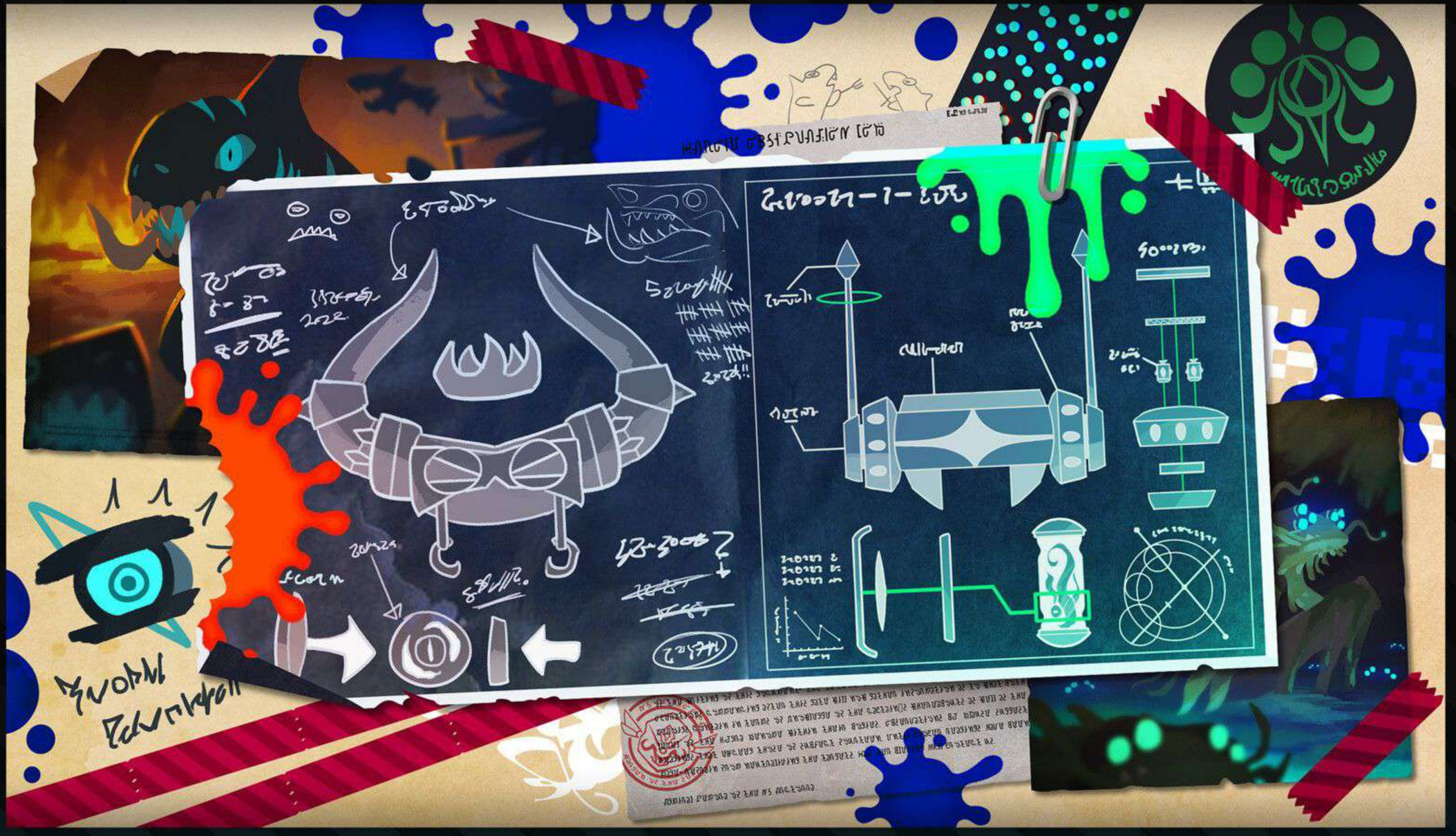
Chimaera

Sneaky and swift, Chimaeras make haste to ensure that destruction comes as soon as possible. They zigzag through the battle, planting small mines near their enemies whilst dodging incoming fire that they surely caught the attention of. They have ten mines to place, and if they run out they will retreat, to return soon after with a fresh batch. The mines are easy to destroy, but can be hard to spot from a distance. They begin to blink when a player approaches them, and if they get too close, the mine will detonate after a short delay, dealing medium damage around it as well as knocking players back. The best battlefield is one free of danger - something to wish for if Chimaeras are left to run loose.

Rorea

These makoids have been down here all this time... Imagine how many more could be lurking out there.

The makoids seem to have constructed visors capable of harnessing the power of raw ambition. Were these two makoid warlords involved in their creation somehow?



Sunken Scrolls

A series of documentations from the NS Arctorra about the makoids, and some uncovered experiments dating back thousands of years. Something seems to be causing organic material to regenerate quickly.

Sunken Scrolls

Ancient carvings depicting some kind of story involving an old civilization and the makoids.
When did this occur? Is it fantasy, or something much more real?

The End of an Era

It was a moment centuries ago that heralded the dawn of the makoids. And from that day, the Great Sea would never be the same.

In the final hours of humanity's hope, within the safety of the impenetrable sanctums beneath the seas, the world's leading scientists scrambled to find the key to saving the human race. Results were promising at first, but many problems began to arise. The only way they could see their people surviving was to adapt to the great blue expanse. The experiments were vast, attempting to splice together the traits of sea life with those of humans. At one point, all that mattered was preserving the intellect, compassion, and the boundless desire for discovery that defined humankind. Many creatures were tested upon only to perish shortly after, except for an octopod-human hybrid – though its remains have yet to be found, so its fate is unclear.

The depth of these tests had spread unrest amongst the domes' population, in fear that this next step in evolution would erase everything that they used to be. Supplies grew thin, morale had faded, and ultimately, the age of humanity had met its demise.

The Catalyst

The humans' research lied dormant for millenia, sealed away to serve no purpose. But there was one experiment, too powerful to be used, that finally saw its powers unleashed.

They called it the Hydra Genome. It allowed an organism to reconstruct its body using any kind of liquid that it absorbed, regenerating its biology according to its DNA. The genome, however, was extremely volatile – no human test subjects survived from exposure to it. This test was deemed a failure, but they would never live to see what could actually sustain the genome's power.

It began with a simple shark. An apex predator of the sea in its own right, this animal's life would forever change, along with many sharks after it. Through the eons, the undersea domes would flood from the crushing pressure above. The containment for the Hydra Genome was now exposed and shattered. The shark who curiously entered the dark flooded room began to consume the strange substance. Then many more followed. Mere moments later, a new breed of shark was born. With this new regenerative ability, and the slew of other clever chemicals within it, these proto-makoids would evolve over centuries into what they are now.

Supernatural Sustenance

The makoids' unnatural biology allows them to recover from almost anything, slowly evolve on their own, and avoid the burdens of aging. Technically, makoids are immortal, but this does not mean they cannot be destroyed. But when a makoid suffers complete destruction, their matter immediately begins the process of reforming. This can take only days for the meager Pygmy, but months or even years can pass before a larger makoid can fully rebuild its body. Memory retention through this reincarnation is very rare – but some of the strongest makoids can maintain lifetimes' worth of knowledge, fragments stitched together from their numerous lives. While a makoid regenerates, it can slowly evolve to better adapt to its shortcomings. Thus, makoids have changed a lot since their first contact with the genome, branching out into dozens of clades with each having their own unique biology.

Makoid history remains mostly fractured, with numerous periods of time seeing either unbridled fury or reposing calm. Much like their physiology, the tale of the makoid is ever-changing.

Captain Carcharus

Throughout makoid history, many powerful individuals would take charge over their fellow brethren, becoming peerless commanders of devastating warbands. But no matter how great their rule, none could ever surpass the pirate king, whose strength and accomplishments became the stuff of legend amongst his kin.

Captain Carcharus was the first shark to consume the Hydra Genome, harboring more amounts of it than any other. This gave him strength and determination far beyond that which the others would gain, so it was only natural that he would become their fearless leader.

He goes by many titles: the Indomitable, Ruler of the Seas, the Thousand-Toothed Terror, and too many more to count. His dominion over the entirety of the makoids is uncontested, for he is by far the strongest of them all. Although a king's rule is never perfect, for he could not contain the rapid and chaotic growth of makoidkind. At first his campaigns throughout the seas were glorious and unified, but with time many makoids would defect from his reign or try to usurp him. They would come to regret it, for the tyrant made it brutally clear to them that none are more fit to rule than him.

Clause

The creations of the ancient ones still echo to this very day. If only they could see what horrors they left behind...

Story Mode Chapter 3

DESTINY FROM THE DEPTHS

On a small island not far from the dreaded makoid lair, a cryogenic stasis pod washes ashore. From it emerges a hareling - a species of sea slug. With clouded memories of where they came from or who they are, they cautiously explore the island. They are met with the abandoned remnants of what seemed to be a tropical seaside village. They encounter a shack by the shore, adorned in trinkets and colorful things. On the porch is an old, wise hermit crab. He strikes up a conversation with the hareling, and it is apparent that he has not had someone to talk to in a long time, at least not someone civilized. He recognizes the newcomer's species, and tells of the great civilization that used to thrive on these very islands many years ago. It is when the hareling looks upon the horizon and sees the titanic anchor island do they then recall such a memory.

The hermit describes a great tragedy that took place - a tsunami of chaos as sharp-toothed terrors invaded without warning, driving the harelings who lived here into hiding. Some planned to escape into the ancient underwater domes and seek shelter in hopes of surviving. Now seeing that one such hareling has emerged unharmed, albeit 200 years later, the rest of those who entered stasis must be safe too, wherever they are now. The hermit speaks of the shark pirates' return to the island chain, which he had carefully observed from a distance for the last few months. He sees the hareling's return as fate - that it is perhaps they who will avenge their people. He rambles on about various prophecies and gets lost in thought. With a senile hermit crab as their only company, the hareling settles in to recollect their memories and plan for what to do next.

Meanwhile, the Squidbeak Splatoon and the NS Arctorra travel out to put an end to the makoid's plans once and for all. On the open seas, however, they find that a fleet of makoid ships is sailing in the direction of Inkopolis. Admiral Remora makes the difficult choice to return and aid the city's defense while leaving the team to stealthily re-enter the island and complete the mission alone, for there is no time to waste. He gives the team their last briefing. Agent 7, Rorea, Pearl and Marina are chosen to carry out the mission, while the other agents and the ship's crew return to Inkopolis to repel the incoming fleet. The NS Arctorra arrives a few islands away to drop off the team before returning to the city. They brought a secret weapon this time - Marina. Since she had built the machines for the enemy, she knows how they work - and how they can be sabotaged. Most of her memories from there had returned to her by now, so she can get the team in the island and right to its heart. But she doesn't remember exactly what her project for the makoids was for - all she remembered was creating large-scale rockets. This portion of the chapter involves Agent 7 making their way to the main island undetected, defeating the makoid outposts along the way.

Back on the hareling's side of the story, they recover some usable gear to protect themselves. The hermit urges his new acquaintance to head out, claiming the "hero's destiny is yet to be done." The hareling sets out, hopping from island to island while hiding from the makoids. In one of their hangars, the hareling uncovers a PDA with a map of the islands, various statistics, and more importantly, their ultimate plans. They continue onwards, sneaking through a massive shipyard where the makoids construct many of their mightiest vessels.

A special clan of makoids operate in these areas - the Blackwater Buccaneers. Cunning and crafty, they are a close-knit group who take great notice of their new intruder. What makes them especially dangerous is their unique pitch-black ink, that is far more dangerous to the touch and even consumes other ink around it. After defeating their strongest ship, armed to the teeth with cannons, missiles, and the marauding swashbucklers, they make it all the way to the foreboding anchor island.

Story Mode Chapter 3

The hareling runs into Agent 7 and the others, who introduce themselves, having never seen a hareling before. Rorea radios the NS Arctorra to give them an update. The admiral says that the makoid ships have not approached the city, but are instead lined on the horizon, as if waiting for something. Marina asks to take a look at the PDA. It is here that she pieces together what the makoids had been planning all along, and shows the group the PDA's screen which illustrates the horrifying scheme...

The makoids plan to weaponize the colossal anchor, launching it into the skies using the rocket boosters Marina made for them. It will then crash down upon Inkopolis, sending a shockwave big enough to engulf the entire world in a giant tidal wave, ending all life on land and leaving whatever survives to crumble beneath the makoids' conquest.

The stress and importance of the mission has now reached unfathomable heights. Marina, overcome with the guilt of having all of this happen, is reassured by Pearl that they together can put an end to this. With their new hareling friend to assist, the team enters the base. At this point, the player has the option to play as either Agent 7 or the hareling for the remainder of the campaign. The final sector consists of fighting many elite makoid bosses while travelling up the mountainous base. Ultimately, they reach Captain Carcharus' lair. He gives thanks to Marina, and offers her to join him and watch his ultimate plan unfold, to which she promptly rejects.

His elite minions flood the room, and the team makes their best effort to fight them off as the player confronts the pirate king in one-on-one combat. The final battle is a multi-phase fight against Captain Carcharus, using various weapons and specials throughout the fight. Meanwhile Marina tampers with the rockets above in an attempt to disable them before it is too late.

After defeating the captain, Rorea throws her rifle to the player to deliver the final blow. The shattering shot sends the dreaded pirate king back and off of the platform. As he clings on, dangling above a bottomless void, he lets out his final laugh as he pulls out the launch initiator and presses it before plummeting into the darkness.

The ignition sequence begins, and evacuation alarms flash. Marina was unable to succeed in time. Rorea relays the dire news back to the ship as they make their escape back onto the shores of the island, defeated. They can only watch as the mile-high anchor thunders into the clouded heavens. As it enters the stratosphere on its way to Inkopolis in a matter of minutes, Pearl sits on the sandy shore and accepts the fate they are all about to receive. Admiral Remora cannot see any way of averting this cataclysm, for there is not enough firepower onboard to stop something so fast and so massive. Marina sits beside Pearl, looking back fondly at all the memories they made in their time together, and she lets out one last "booyah."

"Booyah"... Pearl looks up and forms an idea. She grabs the transceiver from Rorea's hand and tells the admiral to listen up. She tells him there is nothing more powerful than the passion for battle that all inklings and octolings share!

Every loudspeaker and television screen in Inkopolis, which were initially broadcasting the incoming anchor, are overtaken by Pearl's message to the city - that they can save the world if they all work together. Riva and Lumi look to each other, for they know what they must do. Atop Obsidia Tower, the highest point in the city, the two take center stage. Pearl asks for everyone in the city to cry out "Booyah!". Riva and Lumi charge up the largest booyah bomb in history, powered by the whole of Inkopolis, and together they score a direct hit on the anchor. The resulting explosion lights up the sky. The anchor is no more. Riva helps Lumi to her feet and the two look onward - sparkling ink flutters down the sunset sky as the credits roll.

The denizens of the city-of-colors may rest easy once more, knowing that its protection lies in good hands. The NS Arctorra and its vigilant captain may find respite for only so long - as long as the makoids are out there, they have a duty to uphold.

The celebrating team spots something in the waters on the horizon. Upon the shores across the islands, the other cryogenic pods make landfall. With their home now serving as a grim reminder of the makoids' lust for power, the harelings seek out a new place to call home: Inkopolis.

But deep within the bowels of the volcanic lair, the tyrannical terror remains. Should Agent 7 or the newly appointed Agent 9 return to the island, they may face Hydra Captain Carcharus. After the formidable encounter that struck him down, his incredible regeneration ensured his immortality. Now with rekindled fury, he challenges the hero once more. Providing the most difficult challenge in the entire series, this encounter requires a mastery of almost every aspect of gameplay. The player is given a pool of 10 different weapons to choose from, each providing their own challenge. Should they triumph, they will receive a prestigious reward.

As for Carcharus, this downfall sends him back into the shadowy depths from whence he came. There will be a time, however long it may be, that the makoid king will return. As the legend goes, his fight is never truly over...

Captain Carcharus

You cannot defeat us. Try as you might, for we are the inevitable doom that stalks you at every turn!

The Fate of the Harelings

The harelings were once a secluded society that lived in quiet, peaceful villages on a small island chain in the Great Ocean. Their tranquility lasted hundreds of years, but would one day be cut short as the dreadful makoids laid siege upon their homeland. This, however, was an event foretold.

The hareling lifestyle is that of placidity. A very relaxed people, they take things with great care. They are not so much the kind to be agitated or distressed, for their serene state of mind keeps them optimistic. Even young harelings, despite their energy, are well disciplined and can remain calm in even the most turbulent of moments. Their physiology is familiar to inklings and octolings – they go through the same stages of development as they grow up, derived from sea hares and can thus produce ink, and are able to shift into their smaller forms at will.

While the seaside villages were remarkable in their own right, it would not compare to the titanic monument that made an impression as far as the horizon. Over a mile in height, the stone structure that resembled an upside-down anchor was a mystery to anyone who beheld it, including the harelings that lived under its shadow. None are certain as to who built it, and when. The harelings believed that if it were ever disturbed from its resting place, then the world would fall into imbalance.

Yet there was another mystery within the island. Deep inside newly explored caverns, the harelings uncovered a strange doorway of metal. Its darkened tunnels ran deep, but ultimately it would reveal a complex of chambers that ran for miles in each direction, packed with machines and systems that perplexed the harelings that uncovered them. This place was an entirely different world of its own, a dark city beneath the sea. But all they could hear were the faint drops of water that rhythmically echoed down the halls – whatever it was that lived here, they had disappeared long ago. This discovery brought a new understanding to the hareling people, and gave them insight into technology. Through some streak of luck, the facility was still able to generate power and many systems were still functional.

The harelings also had a community of elders and soothsayers, who would claim to see visions of the future. The wisest was a traveling hermit crab known as the Sage of the Seas. Legends say that he guided many heroes on the path of destiny. He envisioned, somewhere in the future, a terrible enemy will claim the sacred anchor, and the harelings would lose their home and enter a deep sleep. In due time, a young cephalopod girl would reawaken them, and a hero will rise up to avenge their people.

This prophecy came to pass only a short time later. The makoids' campaign was swift and deadly, and the islands' inhabitants would be driven away with ease. Now seeing their forelorn foretelling come true, the harelings knew of only one place to hide – within the dark abandoned city below. They entered a special room that they hoped would only serve as their last resort. One by one they entered cryogenic stasis pods, and entered a deep slumber.

200 long years have passed since the calamity. The old revelation would continue its course. The first stasis pod washed ashore, and with it, the hero destined to finally complete the tragic prophecy of their people. The very same sage returned to see it done.

In the wake of the makoids' ultimate defeat, the harelings that found themselves back on the familiar shores were left with the ashes of their history. The liberating embrace of the NS Arctorra would bring these torn and forgotten people to a much more colorful place – the welcoming paradise of Inkopolis.

Before leaving, the hero returned to the seaside shack to reunite with the wise old hermit and tell him of their deeds. But on arrival, they found the shack was now empty, with the shiny trinkets still chiming in the sea breeze.

The harelings' integration into Inkopolis society was initially slow, but they are quick to learn. Having familiarized themselves with technology before, they had little trouble adapting to the modern lifestyle. The bustling streets and towering walls of lights and sound, however, were a new and claustrophobic experience to them at first. To the excitement of the trendy inkling youth, harelings of their age were very curious about their highly-acclaimed sport of Turf War. The harelings quickly found themselves at home, and at last they could continue their harmonious life in a new and exciting world.

Sage of the Seas

The path of the hero is arduous.
But the toughest waves polish
the most beautiful stones.

Rorea

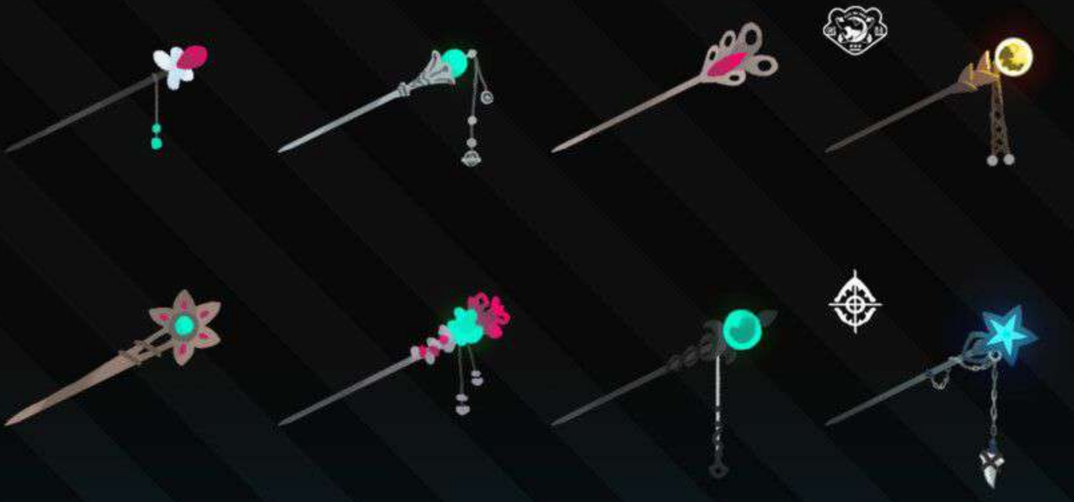
Many of us have lost our homes.
But we foster this loss into purpose,
to save others from such a fate.

Harelings

Slug Form

Eye Markings

Hairpins



Face Markings

Project Splatoon 3 by Alexis Pflaum

Some great challenges await players, granting them the most prestigious of rewards!

- The Remora Attire and the Ornate Inkhor are obtained from completing 100 Mako Missions on Vanquisher difficulty.

- The Carcharus Collection is rewarded for defeating Hydra Captain Carcharus.

- The Sharpfin Uniform is received upon discovering all of the hidden collectibles throughout all 3 Story Mode chapters.

- The ultimate reward, the Hydra Hairpin, is granted upon defeating Hydra Captain Carcharus using all 10 weapons available! It can be worn by non-harelings as well.

PROJECT
Splatoon 3
Thanks for reading!
I appreciate all of the kind words and the people I've met along the way! Project Splatoon 3 has been a great pleasure to make, and hope you enjoyed the journey!
Special Thanks:
Muffle
Youji
Riva
We have the nicest fans!
We love you all!
Lumi
Thank you for all of the fan art!
Squishy
Thanks to everyone for joining us!
Page 41
Project Splatoon 3 by Alexis Pflaum